

DIVISION RULES: SHETLAND

SHETLAND - NATIONAL DIVISION OUTLINE OF PLAY

The Official Pony League Rules apply with the exception of the Local League Rules listed below.

I. PLAYING FIELDS

A. PITCHING DISTANCE: 38 lineal feet (Machine Pitch)

B. DISTANCE BETWEEN BASES: 50' lineal feet

C. HOME RUN FENCE DISTANCES, recommended: (it is not required to have a homerun fence)

1. **Foul Line:** 125 lineal feet minimum to 150 lineal feet maximum

2. **Centerfield:** 125 lineal feet minimum to 150 lineal feet maximum

D. CHALKING: All chalk lines shall be 2" in width.

1. **Foul Lines:** From the batter's box passing through the outside edge of 1st and 3rd base to the grass. (The outside edge of the foul line and the outside edge of Home plate (to the point) and the bases are the same.)

2. **Batter's Boxes:** Starting 6" away from home plate extending 2.5' toward the pitching mound from the back corner of the plate (where it turns to make the point) is the front inside corner of a rectangular box with dimensions 5' x 3'.

3. **On Deck Circle:** A circle with 5' diameter on each side of the field in foul territory. Depending on the field configuration choose a location that best protects the "on deck" player giving them enough time to protect themselves from a foul ball and allows them a clear view of the pitcher and batter.

4. **Pitchers Line (first half):** An 18" line perpendicular to home plate at the pitching distance.

5. **Pitchers Circle:** A 5' radius starting from the pitching distance.

- 6. Commit lines:** The base path between 1st & 2nd, and 2nd & 3rd a 3' line perpendicular to the base path at a distance of 25' (half way) from 1st to 2nd and 2nd to 3rd.
- 7. Outfield Lines:** On a field that is all dirt or grass a dashed line will be installed at a distance of 20 lineal feet off of the baseline between 1st & 2nd base and 2nd & 3rd base. This dashed line shall be parallel to the baseline.

II. **EQUIPMENT:**

- A. PITCHING MACHINE:** The Louisville Slugger UPM 45 Pitching Machine is the Official PONY Baseball Pitching Machine for Shetland Tournaments and is the only pitching machine approved for Shetland Tournament Play.
- B. Tee:** An adjustable device fitted with a rubber section that holds the ball so as to not damage a bat. The tee should be capable of withstanding the swinging motion through the rubber section and adjustable to the batter's ideal swing path.
- C. BALL:**
 - 1.** The ball should weigh not less than 5 or more than 5 1/4 ounces & measure not less than 9 or more than 9 1/4 inches in circumference. PONY Officials shall have final approval on all game balls.
 - 2.** Safety baseballs, both leather and vinyl covered bearing the emblem of PONY BASEBALL which are manufactured to the specifications above are the baseballs required. RECOMMENDED: Diamond Flexi Ball-Level 5.
 - 3.** All baseballs used on regular season and postseason games will be provided by the league.
 - 4.** The Home Team shall provide (2), league provided, game balls for each regular season game.
- D. BAT:** Wooden, Metal, Graphite or ceramic bats manufactured for baseball play that are round and no more than 2-5/8" in diameter. Bats must meet

TEE BALL or USA Baseball standards. If using a TEE BALL bat purchased prior to 2018, these bats must have a USA Bat sticker placed on the bat accompanied by the following text “only for use with approved Tee Ball bat”.

E. CATCHERS: Catchers must be fully equipped with the following:

1. Shin guards
2. Chest protector
3. Face Mask & Helmet w/ throat protector. Hockey style masks are permitted. 2 Piece mask and helmet are PROHIBITED.
4. Catcher's Mitt is not required.
5. Catchers MUST wear a protective cup.

F. UNIFORMS:

1. All players available for play must be dressed in official, matching uniforms, as provided by Orangevale Pony ball.
2. All uniforms shall be numbered and such numbers shall be recorded and maintained on file.
3. No uniforms purchased outside the league are allowed

III. SCHEDULE:

- A.** A season consists of but is not limited to 12 league games.
- B. Scores & Standings:** It is intended to teach our youngest players of the league the basic rules and play of the game of baseball in an atmosphere that promotes fun. There is no score or standings kept at this level of baseball.
- C.** All players present will bat each inning.
- D.** Participation medals will be awarded as a memento for the season.

IV. GENERAL RULES:

- A.** Only board approved individuals are permitted on the playing field and the dugout during games and practices.

- B.** Any violation of these league rules or the rules contained herein may result in appearance and review for disciplinary action before the Board in accordance with OVPB Code of Conduct.
- C.** Only official record keepers are permitted within the designated scorekeepers area.
- D.** Opposing team members shall not make derogatory or demeaning references to each other. This includes opposing team members, coaches, and spectators. Teach the ball players to chatter to each other but not to the opposing team members.
- E.** All members of the General Body and their guests must abide by all school district rules. This includes (but not limited to) a ban on pets on school property, and observation of school parking rules. Any violation of such rules will result in ejection from the school premises. Failure to leave the school premises upon being ejected shall result in forfeiture and/or stoppage of said member's team's game. All offenses will be subject to penalties specified under Orangevale Pony ball Code of Conduct.
- F.** Smoking, the use of other tobacco products, vape products, and alcoholic beverages are forbidden at any and all league facilities and events, including events hosted by other leagues at which Orangevale Pony ball teams are participating.
- G.** All teams playing regular season games at the Pasteur Middle School fields shall be responsible for operating the snack bar on regular season games days. The number of dates each team will be required to work the snack bar will be dependent upon the number of teams in each division and the number of games scheduled. The scheduled home team will be responsible for providing a snack bar helper. The respective game will not start until he or she is in place at the snack bar. Failure to provide a helper will result in disciplinary action detailed in Orangevale Pony ball's Code of Conduct.

V. **PLAYING RULES:**

A. The official playing rules, with exceptions and variations contained in this document, shall be the PONY Rules and Regulations and then the Official Rules of Major League Baseball.

B. Game Length:

1. Games will have a time limit of 1 hour 30 min drop dead (90 min) maximum.

C. No win / loss record shall be kept in Shetland. The objective is to teach the fundamentals of the game and to promote good sportsmanship and the enjoyment of the game.

D. TEAM STRUCTURE:

1. **Playing Time:** It is the intent that all players on a team have the opportunity to play an equal number of innings at each position over the course of the season. To this end, the following guidelines shall apply:

- a) All players shall take the field in defense
- b) Extra defensive players shall be added as an outfield position once all of the infield positions have been filled.
- c) No player shall play the same position for more than one inning per game, including pitchers.
- d) All players shall rotate through each position on the field with the intent that no player plays the same position twice before playing each of the other positions. (The only exception to this rule is where, in the opinion of the Manager, placing a child in a certain position would create an unsafe situation for that player.)
- e) Free rotation of players once the inning has begun is allowed, but not with the intent of circumventing the previous substitution rules.

2. **PLAYER COUNT:** Minimum of seven players shall be used defensively. In the event that a team cannot field seven players defensively they shall borrow players from the opposing team defensively until that players

position comes up in the batting line-up. Ideally, the first runner(s) to score should be used to replace borrowed players. There will be free defensive substitutions.

3. All players present shall present shall bat.

E. COACHES:

1. Each team is allowed (1) Manager, (1) Head Coach and (2) Assistant Coaches.
2. Managers and coaches may call a timeout in order to provide additional instructions to their players at bat or in the field.
3. At games, additional chaperones shall be allowed (and encouraged) for players requiring additional help or instruction, supervised by the manager.
4. Offensive coaches will be stationed in the coach's boxes and as a coach pitching. The fourth coach will be in the dugout or designated area.

F. Batters:

1. Throwing the bat is extremely dangerous and therefore prohibited.
 - a) **PENALTY:** The Managers shall warn the batter to not throw the bat and instruct them what to do with the bat after hitting the ball.
 - (1) **1st occurrence:** The player shall be warned.
 - (2) **2nd occurrence:** On the second occurrence in the same game, the player shall be called out and barred from batting for the balance of the game.
 - (a) Players barred from batting shall be allowed to take their regular time on defense.
 - (b) When the barred batters batting position is reached in subsequent innings the team shall NOT take an out in this batting position.
 - (3) **Subsequent Games:** If the same player throws the bat two times in the next game, he/she shall be barred from batting for the

balance of that game, the Division VP shall again be notified and the corrective instruction procedure shall be repeated.

(4) Malicious Intent: If the bat is maliciously thrown, it will result in automatic ejection from the game and possible suspension.

2. Shall receive 5 pitches from a pitching machine.
 - a) Should the batter not put a ball into play the batter will be permitted to hit off the tee.
 - b) After 4 pitches if the batter fouls the subsequent pitches they shall receive additional pitches until either a ball is put into play or a strike is called.
3. A player may choose to bat off of a tee in lieu of the pitching machine.
 - a) Shall receive 5 swings. If the ball is not struck into fair territory the coach shall assist the batter in striking the ball off of the tee.
4. Are not permitted to bunt.

G. Runners:

1. Runners do not advance on overthrows or thrown balls from one player to another.
2. A batted ball becomes dead when the ball has been returned to an infield position.
3. Are not permitted to steal or lead-off and shall remain in contact with the base until the ball has been put in play.
4. Secondary leads are permitted (and encouraged) once the ball has crossed the plate.
5. The last hitter in the line-up each inning is the "Homerun Hitter". Once the ball is batted in play they and all the remaining base runners shall run the remaining bases.
6. Runners shall be allowed to reach second base on a ball batted into the outfield. As long as overthrow rules are upheld. Players will be encouraged to make plays at bases.

7. The total number of bases a runner may advance too is determined by the batted ball.
8. Once the ball becomes dead and in the judgment of the umpire/coach the runner has not gone entirely beyond the halfway point between the bases, the runner will be required to return to the base in which they are coming from.

H. Defense:

1. Should try to make a baseball play on every batted ball.
2. No “outs” are recorded although runners that are called “out” shall leave the base path.
3. First inning, there is no limit in the number of outs that may be recorded.
4. By the end of the 3rd inning, every player must have played at least 2 defensive innings, with at least 1 of those innings each in an infield and outfield position.

I. PITCHING:

1. Pitching Machine ONLY. See EQUIPMENT above.
 - a) (Recommended settings for the machine: Power Lever = 2: Micro Adjust = 3: Release Block = 4). Settings may be adjusted by the Manager / Coach to achieve a good strike pitch and agreed upon by both managers.
2. The player fielding the pitcher’s position shall take a position and shall have at min. 1 foot within the pitching circle when the ball is pitched.
3. If a batted ball strikes the pitching machine or coach pitcher and remains in fair territory, the ball is in play. The machine and coach shall be considered as part of the field.
4. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.

5. The Coach pitcher shall not impede the play of a defensive player.
(PENALTY): The coach pitcher shall be warned once and if a second infraction occurs the coach pitcher must be removed for the remainder of the game and a new coach pitcher put in his/her place.
6. Players may elect to bat off of a tee in lieu of the pitching machine.

J. Scoring:

1. The first inning each team shall bat completely through their line-up. For each subsequent inning, no more than (3) runs shall be permitted. Once (3) runs have scored or (3) outs have been made, the teams shall switch sides.

VI. 2nd HALF RULE MODIFICATIONS

A. Defense:

1. By the end of the 3rd inning, every player must have played at least 2 defensive innings, with at least one of those innings each in an infield and outfield position.
2. Teams shall change sides after three outs / 3 runs or the entire line-up has batted.
3. When the ball is in the possession of an infielder with their hands up and, in the umpires judgement, all play on the runner or runners has ceased, the umpire shall call "time". The ball is dead and shall be returned to home plate, if the batting tee is used or to the mound when the pitching machine or the coach-pitcher is used.